

# FIRE OF EIDOLON™



## INSTRUCTION BOOKLET

**HEY! LISTEN!**

DON'T FEEL LIKE READING?  
JUST SCAN THIS QR CODE AND  
WATCH A HOW-TO-PLAY VIDEO!



AGES	PLAYERS	PLAY TIME
14+	1-6	30-40 MINS

TABLE  
TOP BOARD  
GAME

**SUPER NANO™**  
ENHANCED SERIES

# THE LEGEND OF EIDOLON

In ancient times, the world of Eidolon was lush and rich with magical energy. The aspiring sorcerer Vorax foolishly tapped into this energy and began to siphon it to fuel his own desire for power, only to succumb to madness as the raw magic soon poisoned his mind. Vorax was corrupted into an undying cosmic horror that began relentlessly devouring any sources of life energy he could find. With its essence draining away, the world of Eidolon started to die. To save what was left of the world and its inhabitants, the remaining consciousness of the planet sacrificed itself to manifest a powerful artifact: the Fire of Eidolon.

While the Fire of Eidolon could not destroy Vorax, it was strong enough to banish him into the Void where he could no longer harm our world. For generations the origin tale of the Fire of Eidolon was told, but in time tales became legend, legend became myth, and myth became something that few actually believed. The masters of arcane knowledge, the Sages of the Flame, nevertheless kept their oath to watch over and protect the Fire of Eidolon, hidden and sealed deep within their temple.

As the Sages' numbers dwindled over the centuries, so did their strength. With each generation it became easier and easier for Vorax to reach out from within the Void to the weak of spirit and mind. A young apprentice Sage named Azniel was the first to succumb to the whispers. Azniel's madness festered, driving him to claim the Fire of Eidolon for his own. When Azniel plunged his hand into the legendary sphere, he, and the Fire of Eidolon, vanished in an instant through a crack in the backdrop of reality, a howling rift into the Void.

With the Fire of Eidolon in the Void, Vorax can drain the last of its strength and return to our world. He has manifested a dungeon out of dark magic and his own twisted will and filled it with horrible monsters, cruel traps, and three powerful Dark Relics which protect the Fire of Eidolon with an evil barrier, all meant to prevent any who would try to retrieve it. Now heroes have convened from all corners of Eidolon (as well as a few who have travelled even farther) to join forces and enter the Void to rescue the Fire of Eidolon from the clutches of Vorax before he consumes it and all is lost...

**HEY! LISTEN!**

Don't Panic! You don't have to read the entire booklet to get started! Just skip to the **QUICK START RULES** on the next page, or scan the QR code on the cover to watch a How-To-Play video!

# FIRE OF EIDOLON™

## ~ CONTENTS ~

Objective.....	2
Components .....	2
<b>QUICK START RULES</b> .....	3
Setup .....	3
Turn Order (How to Play).....	4
Phase One: Heroes' Actions.....	4
Phase Two: Cultists' Ritual.....	6
Victory and Defeat.....	8
<b>ADVANCED OPTIONS</b> .....	10
Scenarios.....	12
Basic Heroes .....	16
Advanced Heroes.....	19
Acknowledgements .....	22
Credits/Legal.....	24

Original Game Design  
Michael Lipton  
World of Eidolon™ Created by  
Ian Stedman  
Developed & Published by  
Magic Meeple Games  
Illustration  
Brandi York  
Pixel Art  
Andreas Propst  
[www.MagicMeepleGames.com](http://www.MagicMeepleGames.com)



## OBJECTIVE

Recover the Fire of Eidolon by cooperatively exploring Vorax's dungeon and challenging the dangers in each Chamber to collect Tokens of Power. Use them to destroy the three Dark Relics sealing the Fire of Eidolon and escape the dungeon with the Fire before Cultists can complete their ritual to plunge the Fire of Eidolon into the Void forever!

## COMPONENTS

### Basic components:

- 1) 1 Vestibule tile
- 2) 25 Chamber tiles
- 3) 21 Ritual Cards (plus a blank spare)
- 4) 6 Basic Hero Cards and standees with plastic holders
- 5) 4 Difficulty Cards (double-sided)
- 6) 1 Threat Level tracking token
- 7) 30 Cultist tokens
- 8) 21 Tokens of Power: 7 Tokens of Intellect (blue scrolls), 7 Tokens of Strength (red picks), and 7 Tokens of Dexterity (green keys), (plus spares)
- 9) 3 Dark Relic tokens: 1 Vorax's Knowledge token (blue tome), 1 Vorax's Heart token (red heart), 1 Vorax's Focus token (green gem)
- 10) 1 Fire of Eidolon token



### Optional components:

- 11) 2 Advanced Scenario Cards (double-sided)
- 12) 3 Add-on Chamber tiles
- 13) 3 Event (!) Cards
- 14) 6 +1AP tokens
- 15) 2 Bomb/Passageway tokens
- 16) 1 Boomerang token
- 17) 1 Blessing token
- 18) 1 Bob, the Automaton standee
- 19) 3 Shade of Vorax standees (red, green, blue, plus spare)
- 20) 6 Advanced Heroes and standees with plastic holders



*Note: For simplicity, not all components shown. Some additional parts are included as spares and may be utilized in the future. Save these extra parts!*

## QUICK START RULES

Before beginning a Quick Start game, **remove all of the Optional and Spare components** and return them to the box. *These parts are used for other game modes that are explained in the ADVANCED OPTIONS section.*

### SETUP

#### 1. Set Difficulty

Place the "Beginner" **Difficulty Card** face-up at the side of the table. Place the **Threat Level** token on the bottom-most level of the card's Threat Track.



#### 2. Prepare Tiles

Place the **Vestibule** tile face-up in the center of the table. Shuffle the 25 **Chamber** tiles and stack them face-down on the table off to the side.



#### 3. Select Heroes

Using any method you wish, each player selects a **Basic Hero** and takes that **Hero Card**. Place the corresponding **Hero** standees on the **Vestibule**.



#### 4. Prepare Ritual Deck

Shuffle the 21 **Ritual Cards** and place the deck face-down on the table off to the side.



#### 5. Prepare Tokens

Sort the **Cultist** tokens, **Tokens of Power**, and **Dark Relic** tokens into individual piles and place them off to the side in separate piles. Place the **Fire of Eidolon** token nearby.



#### 6. Ready Player One!

Choose a Hero to go first and begin!

*SUPER TIP! : Some Heroes have Skills that are very useful at the very beginning of the game, while others are more effective after more Chambers have been revealed. Remember to work together and choose wisely!*

## TURN ORDER (HOW TO PLAY)

Each Hero's turn consists of two phases which must be completed in order: the **Heroes' Actions** followed by the **Cultists' Ritual**.

## PHASE ONE: HEROES' ACTIONS

Each **Hero Card** lists the number of Action Points (AP) that Hero may spend during their turn. The active Hero may perform any combination of the following actions, up to that Hero's total AP. Once the active Hero spends all of their AP, the **Cultists' Ritual** proceeds before the next Hero begins their turn.

**EXPLORE (1 AP):** Choose an unconnected, open **Doorway** in your Hero's current **Chamber** then Draw the top **Chamber** tile from the supply and place it face-up adjacent to the chosen **Doorway** in any orientation so long as a **Doorway** connects your current **Chamber** to the new one. The new tile may be placed in such a way that it cuts off **Doorways** to other **Chamber** tiles already in play.

There are 21 **Basic Chambers** (7 of each color) and 4 **Special Chambers** in the dungeon. The **Basic Chambers** contain **Tokens of Power** for Heroes to collect. Each **Special Chamber** contains one of the **Dark Relics** or the **Fire of Eidolon**. **Special Chamber** tiles may never be placed adjacent to the **Vestibule**, regardless of whether or not they share a **Doorway**. If this would ever occur, instead shuffle the **Special Chamber** back into the supply and draw a new tile to replace it until you reveal a **Basic Chamber**

*(and in such a case, if only Special Chambers remain in the Supply, you must choose a different Action or EXPLORE through a different Doorway.)*



Any time you place a new **Chamber**, add the corresponding **Token of Power**, **Dark Relic**, or the **Fire of Eidolon** to the tile from the supply that matches the symbol on the tile, and then **MOVE** your **Hero** into that **Chamber** (this movement is mandatory but does not cost any extra AP.)

**MOVE (1 AP):** Move your **Hero** from its current **Chamber** through an open **Doorway** into an immediately adjacent **Chamber** that is already in play. Both **Chamber** tiles must be connected by a **Doorway** for the Hero to **MOVE** there.

OK!



NO!



**CHALLENGE (? AP):** Complete the challenge in the Hero's current **Chamber** to collect the **Token of Power** there, to destroy a **Dark Relic**, or to collect the **Fire of Eidolon**.



**Collect a Token of Power:** If your Hero is in a **Basic Chamber** containing a **Token of Power**, spend AP according to your number of stars in the related Attribute (STR, DEX, or INT), pick up the Token of Power and place it on your **Hero Card**. There is no limit to the number of tokens that a Hero can carry.

**Destroy a Dark Relic:**

If your Hero is in a **Special Chamber** with a **Dark Relic**, spend 6 of the matching **Tokens of Power** and **1AP** to



★ = 3 AP to collect
★★ = 2 AP to collect
★★★ = 1 AP to collect

destroy that **Dark Relic** (turn it over.) When the third **Dark Relic** is destroyed, immediately advance the **Threat Level** token one step towards the top of the **Threat Track** on the **Difficulty**.



**Retrieve the Fire of Eidolon:** If all three **Dark Relics** have been destroyed and your Hero is in the **Special Chamber** containing the **Fire of Eidolon**, spend **1AP** to pick up the **Fire of Eidolon** token, then get ready to run for the exit! *The Fire of Eidolon token can be given to/taken from another Hero sharing your location for 1AP.*

**EXCHANGE (1 AP):** Give any number of **Tokens of Power** to and/or take any number of tokens from any other Heroes in the same **Chamber** as your Hero. Heroes may not drop tokens; they may only **TRADE** them or spend them to destroy **Dark Relics**.

**ATTACK (1 AP):** Remove a **Cultist** token from the same **Chamber** as your **Hero** and return it to the supply.



**SKILL (? AP):** Use a **Basic Skill** or **Master Skill** as described on your **Hero Card**. If the skill description on the card contradicts the normal rules, the card takes precedence. Some skills are passive and do not require the Hero to spend any AP for the skill to take effect. While carrying the **Fire of Eidolon**, a Hero may only use Skills which are passive.

**STAND (1 AP):** If your Hero had to **DIVE** during the previous **Cultists' Ritual**, your Hero must **STAND** before taking any other action this turn. Place your Hero's standee upright on its current **Chamber** tile. *More information about this in the next section.*

**WAIT (All remaining AP):** Forfeit any remaining AP this turn and begin the **Cultists' Ritual** phase immediately.

## PHASE TWO: CULTISTS' RITUAL

Now the Ritual being cast by the Cult of Shadows floods the dungeon with Vorax's power, summoning more Cultists to obliterate Chamber tiles and send them into the empty, swirling Void.

- 1) Reveal the top **Ritual Card** from the deck.
- 2) If the corresponding **Chamber** is in play, place a **Cultist** token on that tile from the supply.
- 3) If you place a second **Cultist** token in a **Chamber** because of this, the Cultists complete their ritual in that chamber. Remove the **Chamber** tile and any **Token of Power** on it from the board and send them and the corresponding **Ritual** to the **Void** by placing them in a separate pile near the supply (do not mix them together with the supply or the dis pile). Return both **Cultist** tokens to the supply. This might mean that Heroes can no longer reach **Dark Relics**, the **Vestibule**, or the **Fire of Eidolon**. However, Heroes may still use an **EXPLORE** action to rediscover a new Chamber in the empty space as long as there are tiles available in the supply. This is a realm of dark magic; space and time do not behave normally.
- 4) If any Hero is caught in a **Chamber** as it is sent to the Void, the Hero must immediately **DIVE** to safety. Tip the **Hero standee** on its side and place it in any adjacent **Chamber** that is connected by a **Doorway** before sending the destroyed **Chamber Tile** to the **Void**. If there are no such adjacent **Chambers** available, the Hero is tragically lost into the **Void** along with the tile. Losing a Hero does not always mean that the Heroes automatically lose the game, but it does mean that a total victory is no longer possible. Lost Heroes skip their turns for the remainder of the game, including the **Cultists' Ritual**.



- 5) If (and only if) the **Ritual deck** runs out of cards, immediately reshuffle the discard pile (but not the **Void**) to create a new **Ritual deck**. Once all **Ritual Cards** have been drawn during the current **Cultists' Ritual**, advance the **Threat Level** token one step along the **Threat Track** towards the top of the **Difficulty Card**. This may happen at maximum only once per Hero's turn.



- 6) Repeat steps 1-4 until you have revealed the number of **Ritual Cards** that were indicated by the **Threat Level** pointer on the **Difficulty** at the start of the phase, even if the **Threat Level** increased during this phase.
- 7) Your turn is now over, begin the next Hero's turn.  
*Typically, play passes to the left after each Hero's turn.*

***SUPER TIP!** : If you are having any difficulty keeping track of whose turn it is, try using one of the Magic Meeple standees and pass it around when your turn is over!*



### LOST?

Use the handy flowchart on the back cover if you get stuck in this Phase!



## VICTORY AND DEFEAT

### TOTAL VICTORY

If all Heroes are in the **Vestibule** and one of them is carrying the **Fire of Eidolon**, the game ends in total victory!

*You have saved Eidolon and the world will sing the praise of your legendary heroism for generations to come. The Cult of Shadows has been banished from the realm and the dark sorcerer Vorax remains forever imprisoned in the Void, helpless to escape or influence the Sages of the Flame any longer...or so we believe.*

### PARTIAL VICTORY

If a Hero carrying the **Fire of Eidolon** is currently in the **Vestibule**, but one or more Heroes can no longer reach the **Vestibule** and/or the **Threat Level** pointer reaches the *Cult of Shadows*' symbol at the top of the **Difficulty**, the game immediately ends in a partial victory. Any Heroes not on the **Vestibule tile** are lost to the **Void** in a heroic sacrifice.

*You have saved Eidolon, but at a great cost. Statues will be erected and stories will be told to serve as an eternal reminder of the Heroes tragically lost and their noble sacrifice. Still, visions of the torment suffered by your comrades trapped with Vorax in the timeless Void begin to haunt your dreams; and in time stories will become myth, myth will become legend, and legend will become something that few actually believe...*



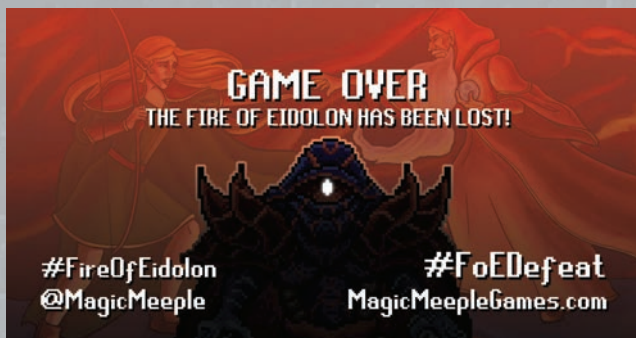
## DEFEAT (GAME OVER)

If the **Fire of Eidolon** is not currently being carried by a Hero in the **Vestibule** and any of the following conditions occur, the game immediately ends in defeat:

- The **Cultist's Ritual** has sent enough **Chambers** to the **Void** so that the Heroes can no longer reach the remaining **Dark Relics** or the **Fire of Eidolon**, or
- The **Cultist's Ritual** has sent enough **Tokens of Power** to the **Void** so that the Heroes can no longer collect 6 matching tokens to destroy a remaining **Dark Relic**, or
- A Hero carrying the **Fire of Eidolon** can no longer reach the **Vestibule**, or
- The **Threat Level** pointer reaches the Cult of Shadows' symbol at the top of the **Difficulty Card**

*The light within the portal goes out. The Sages of the Flame try to close it, but it is all in vain. In an instant the portal turns as black as night and solid shadow erupts from it like a geyser. The Dark Sorcerer, Vorax has returned in his full power to claim the world of Eidolon. The last light holding the darkness at bay has been snuffed out in the neverending Void.*

*But hope is not all lost. Deep beneath the Temple of Eidolon, one of the eldest Keepers of the Flame knows that the Heroes could still be victorious, if they only had one more chance. He pulls out a small crystal hourglass - each grain within it the soul of a Keeper who came before him. Knowing that it will cost him his very existence, the Keeper turns it over. "...For Eidolon."*



## ADVANCED OPTIONS

Special Thanks to our 1,757 Kickstarter backers for making all of these enhancements possible! We could not have created this production without your support! THANK YOU!

Once you understand the basic game, discover all the ways to make rescuing the Fire of Eidolon even more exciting! Some of these options make the game more challenging, denoted by extra stars as found on the **Difficulty cards**. All of these options can plug-and-play into the basic game for ease of use - have fun trying them in any order or combination!

### SELECT DIFFICULTY ( + ? ☆ )

The double-sided **Difficulty Cards** have 8 Difficulty settings in total and each has its own Challenge Rating, shown as a quantity of stars. The more stars, the more deadly and unforgiving the dungeon will become.

**SETUP CHANGES:** During Step 1, choose a Difficulty setting with a higher Challenge Rating instead of "Beginner."

**GAMEPLAY CHANGES:** Difficulty settings above "Beginner" often require drawing additional **Ritual Cards** during the **Cultists' Ritual** and may add other challenges. Read each **Difficulty Card** carefully to understand its unique effects, as many of them also have tips and suggestions that will help the Heroes defeat Vorax.



## **ADVANCED HEROES** (no modifier)

Expand your Hero roster by adding the Cleric, Dark-Knight, Engineer, Geomancer, Master-Swordsman, and Soldier. Explore new character combinations and master the dungeon with exciting new skills!

**SETUP CHANGES:** During Step 3, choose from among all 12 Heroes instead of just the six **Basic Heroes**.

**GAMEPLAY CHANGES:** The Skills of the Advanced Heroes are dramatically different and in some ways more complex than those of the Basic Heroes. Some of the Advanced Heroes also use additional components. Refer to the **Hero Cards** for more information about using the Advanced Heroes and their Skills.

## **PLAYING MULTIPLE HEROES** (no modifier)

Players may control more than one Hero if they wish. This is a good way to team up multiple Heroes who can really synergize their Skills and Attributes!

**SETUP CHANGES:** During Step 3, players may agree to allow one or more players to select a second (or even a third) Hero. Select these additional heroes in the same way as the others. It is still recommended to use a total of no more than 6 Heroes in a single game.

**GAMEPLAY CHANGES:** Each Hero takes their turn normally, just as if a different Player were controlling them. Treat each Hero individually and establish a specific turn order for the Heroes that remains consistent throughout the game.

## **TELEPORTATION GLYPH** ( + ☆ )

**SETUP CHANGES:** During Step 2, include this **Special Chamber** with the other **Chamber** tiles before you shuffle them. There is no **Ritual Card** for this **Special Chamber**.



**GAMEPLAY CHANGES:** Instead of returning the **Fire of Eidolon** to the **Vestibule** to win the game, the Heroes must **EXPLORE** to find the **Teleportation Glyph** and bring the **Fire of Eidolon** to it. Unlike the **Vestibule**, this **Chamber** tile only has one **Doorway**.

## SECRET PASSAGE TILES (no modifier)

**SETUP CHANGES:** During Step 2, include these **Special Chambers** with the other **Chamber** tiles before you shuffle them. There are no **Ritual Cards** for these two **Special Chambers**.



**GAMEPLAY CHANGES:** Heroes must **EXPLORE** to discover these **Special Chambers** normally. Once both of the **Secret Passages** have been placed in the dungeon, a Hero who **MOVES** into one of them may immediately **MOVE** to the other **Secret Passage** as if it were an adjacent tile as a free action. A Hero may only **MOVE** between the **Secret Passages** this way once per turn. Only Heroes may use the **Secret Passages**.

## SCENARIO S ( + ? ☆ )

Unless otherwise specified, **Scenarios** are played just like the basic game. However, each **Scenario** adds new twists to the dungeon that change some rules and add even more of a challenge. It is strongly recommended to use only one



**Scenario Card** at a time. If anything on the **Scenario Card** contradicts the rule book, the card's text takes precedence.

## UNSTABLE VOID ( + ☆ )

**SETUP CHANGES:** During Step 4, add the 3 **Event Cards** (red, green, and blue) to the **Ritual Cards** before shuffling them.

**GAMEPLAY CHANGES:**

- If an **Event Card** is drawn during the **Cultists' Ritual**, any Hero in any **Chamber** matching the **Event Card's** color is immediately forced to **DIVE**. Do not remove any **Chamber** tiles from the board, but tip the affected Hero onto its side in its current **Chamber**. The Hero must spend 1AP to **STAND** at the start of its next turn as normal.
- If an **Event Card** is drawn during the **Cultists' Ritual** that matches the color of a **Dark Relic** which has already been broken, send the **Event Card** to the **Void** and draw another **Ritual Card** to replace it. Heroes are not affected by that **Event Card** and do not have to **DIVE**. That **Event Card** does not count toward the number of **Ritual Cards** for the turn as indicated by the current **Threat Level**.

## VAGRANT PORTAL ( + ☆ )

**SETUP CHANGES:** During Step 4, shuffle the 3 **Event Cards** (red, green, and blue) into a separate 3-card stack and set them aside. DO NOT add the 3 **Event Cards** to the **Ritual Cards**. The **Teleportation Glyph** option cannot be used with this **Scenario**.

### GAMEPLAY CHANGES:

- As soon as the Heroes destroy the third **Dark Relic**, reveal the top **Event Card** and leave it face-up. The **Special Chamber** shown on the face-up **Event Card** is now the current exit which the Heroes must reach with the **Fire of Eidolon** in order to win the game, instead of the **Vestibule**.
- Every time you must reshuffle the **Ritual Cards**, reshuffle the three **Event Cards** separately and reveal the top one. The **Special Chamber** shown on the new face-up **Event Card** is now the current exit.

## INVASION OF THE SHADOW CULT ( + ☆ )

**SETUP CHANGES:** Set up the game as you would normally.

### GAMEPLAY CHANGES:

- Until the Heroes destroy the third **Dark Relic**, perform the following steps whenever a second **Cultist** token is added to any **Chamber** during the **Cultists' Ritual**:
  1. Remove one of the **Cultist** tokens from the **Chamber** and set it aside before removing the tile and any other tokens on it from the board and sending them to the **Void** as you would normally.
  2. If it is possible to trace a continuous path from that tile back to the **Vestibule** through one or more connected **Doorways** then, starting with the **Chamber** immediately adjacent to the tile being removed, place the **Cultist** token in the first **Chamber** along that path that does not already have a **Cultist** token. If there is more than one continuous path with equidistant **Chambers**, the current player may choose the one to which to add the **Cultist** token.
  3. If there are no empty **Chambers** remaining along the path to the **Vestibule**, place the **Cultist** token in the **Vestibule** itself. There is no limit to the number of **Cultist** tokens that can be added to the **Vestibule** in this way. **Cultist** tokens in the **Vestibule** cannot be **ATTACKED** or removed from the **Vestibule** in any way until the third **Dark Relic** is destroyed.
- If there is no path to the **Vestibule** from the **Chamber** being removed, return the **Cultist** token to the supply instead.
- When the third **Dark Relic** is broken, immediately remove all **Cultist** tokens from the **Vestibule** and resolve one **Ritual Card** for each token removed this way. This **Scenario** no longer takes effect for the remainder of the game.

## SHADES OF VORAX (+ ★ ★)

**SETUP CHANGES:** During Step 4, add the 3 **Event Cards** (red, green, and blue) to the **Ritual Cards** before shuffling them. Keep the three **Shade of Vorax** standees nearby.



### GAMEPLAY CHANGES:

- After the Heroes have **EXPLORED** a **Special Chamber** containing a **Dark Relic**, when the matching **Event Card** is drawn during the **Cultists' Ritual** place the matching **Shade of Vorax** standee on that **Special Chamber**. If that **Special Chamber** has not yet been **EXPLORED**, instead discard the **Event Card** and draw another **Ritual Card** to replace it (in this case the **Event Card** does not count towards the required number of **Ritual Cards** drawn this turn).
- At the end of each Hero's turn, move any **Shades of Vorax** in the dungeon one **Chamber** closer to the **Vestibule**, using the shortest path of connected **Doorways** possible. If there is more than one such path the current player may choose which path the **Shade of Vorax** follows.
- If an **Event Card** is drawn and the matching **Shade of Vorax** is already in the dungeon, immediately move that **Shade of Vorax** one additional **Chamber** closer to the **Vestibule** as stated above.





- If a **Shade of Vorax** has no direct path to the Vestibule, draw an additional **Ritual Card** this turn instead of moving it.
- Whenever a **Shade of Vorax** reaches the **Vestibule**, remove the **Shade of Vorax** from the board and immediately perform an entire additional **Cultists' Ritual** this turn.
- Heroes cannot **ATTACK** a **Shade of Vorax** nor can they remove it with a **SKILL**. A Hero in the same **Chamber** as the **Shade of Vorax** can spend **AP** to **CHALLENGE** it by using the attribute associated with the matching color as the **Shade** (as if the Hero was collecting a **Token of Power**) and remove the **Shade of Vorax** from the dungeon. If the Heroes have already destroyed the matching **Dark Relic**, they are only required to spend **1AP** to **CHALLENGE** and remove the **Shade of Vorax**.
- A **Shade of Vorax** is removed from the dungeon and returned to the supply if its current **Chamber** is sent to the Void during the **Cultists' Ritual**.
- A **Shade of Vorax** that has been removed from the dungeon will reappear in the dungeon the next time that the matching **Event Card** is drawn during the **Cultists' Ritual**.



# THE HEROES OF EIDOLON

## BASIC HEROES



### The **WARRIOR** 3 AP per turn | Focus: Strength

#### **POLEARM LUNGE** (Basic skill - 1 AP - Once per Action/No Limit)

The Warrior's mastery of spears and polearms gives him extra reach when facing off against cultists inside the dungeon. When performing the **ATTACK** action, the Warrior may remove a Cultist token from up to one Chamber away as long as the Warrior has line of sight through a connected **Doorway**.

#### **HERO'S CHARGE** (Master skill - 3 AP - Once per game)

When the situation gets dire the Warrior explodes into a primal fury and rushes forward, destroying any foolish enough to stand in his path. The Warrior may take up to three consecutive **MOVE** actions and may execute an **ATTACK** or **POLEARM LUNGE** for 0 AP after each movement.



### The **RANGER** 3 AP per turn | Focus: Dexterity

#### **RANGER'S SIGHT** (Basic skill - 0 AP - Passive)

The Ranger's eagle-eyes have been well trained. Unlike other Heroes, whenever the Ranger takes an **EXPLORE** Action to reveal and place a new **Chamber**, the player may choose whether or not to move into the new **Chamber**.

#### **MASTER FALCONRY** (Master skill - 3 AP - Once per game)

Even the forest elves are only so swift on their feet, but wings are much faster. The Ranger directs her Falcon companion 'Flappy' through the dungeon to pick up a single **Token of Power** from any **Chamber** and deliver it to any Hero (including herself). The Ranger, the **Token of Power**, and the other Hero must all be connected by a series of open **Doorways** but do not require line of sight; the falcon cannot travel through the **Void**.

# THE HEROES OF EIDOLON

## BASIC HEROES



### The WIZARD 3 AP per turn | Focus: Intellect

#### OBJECT PORTAL (Basic skill - 1 AP - Once per AP spent)

Object portals are a common favorite among the cantrips taught to the young initiates of the Wizard's Guild but they're even more useful than most of them realize. Give a single **Token of Power** from your Hero to another Hero anywhere in the dungeon.

#### TELEPORT (Master skill - 3 AP - Once per game)

Transporting non-living objects from one place to another is pretty easy as far as wizardry goes, but sending yourself? That's a different story. Still, it can be done with incredible focus. The Wizard instantly teleports himself from his current **Chamber** to any other **Chamber** in play. These **Chambers** do not need to have a clear path of connected **Doorways**.



### The PALADIN 3 AP per turn | Focus: Strength

#### SMITE (Basic skill - 1 AP - Once per turn)

The Paladin's scepter is imbued with divine power which can be called upon to neutralize Shadow Cultists from afar. Once per turn, the Paladin can **ATTACK** a **Cultist** token on any **Chamber** on the board, not just her own.

#### HOLY LIGHT (Master skill - 3 AP - Once per game)

In especially dire circumstances, the Paladin can call upon the light of her patron goddess to send a shaft of holy light streaming down, cleansing all Cultists from the area. Select a **Cultist** token on any **Chamber** and remove it. In addition, remove any **Cultist** tokens located on all four tiles orthogonally adjacent to the chosen tile. The adjacent tiles do not need to be connected by **Doorways**.

# THE HEROES OF EIDOLON

## BASIC HEROES



### The SAGE 3 AP per turn | Focus: Intellect

#### MINDSTRIKE (Basic skill - 0 AP - Passive)

The Sages of the Flame are masters of the mind and can confuse their enemies. During the **Cultists' Ritual** phase of the Sage's turn, any time a new **Cultist** token would be placed on a **Chamber** the Sage may choose to redirect it to any other **Basic Chamber** instead. The Sage cannot redirect a **Cultist** token to a tile that already has a Cultist token or to any **Special Chambers**.

#### TIMETURN (Master skill - 3 AP - Once per game)

The Sages of the Flame initiate only the wisest masters of time and space to watch over the Fire of Eidolon. The Sage may smash his crystal orb to create a bubble in time which can return any **Chamber** from the **Void** back to the dungeon in any legal location and orientation that the Sage chooses. The corresponding **Ritual Card** is NOT returned from the **Void**.



### The ROGUE 3 AP per turn | Focus: Dexterity

#### FIND SECRETS (Basic skill - 0 AP - Passive)

Rogues are master burglars and locating hidden doors is second nature to them. When taking a **MOVE** Action, the Rogue may move to an adjacent **Chamber** even if there is only a single **Doorway** between them. She cannot pass between **Chambers** with two adjacent walls. The Rogue cannot use this skill to **EXPLORE**.

#### SNEAK ATTACK (Master skill - 0 AP - Once per game)

Through intense focus, it is possible for master Rogues to invoke a short burst of lightning speed and reflexes. The Rogue may spend up to 6 AP this turn and is also temporarily capable of moving between adjacent **Chambers** even if there are no **Doorways**!

# THE HEROES OF EIDOLON

## ADVANCED HEROES



### The CLERIC 3 AP per turn | Focus: Intellect

#### BLESS (Basic skill - 1 AP - Once per turn)

The Cleric can call upon her patron goddess for a blessing to temporarily protect from the **Cultists' Ritual**. Place the **Blessing** token on the Cleric's current Chamber. The next time a **Ritual** would place a **Cultist** token there, retrieve the **Blessing** token instead of placing the **Cultist** token. The Cleric may only **BLESS** one **Chamber** at a time.

#### SANCTIFY (Master skill - 3 AP - Once per game)

In times of dire need, the Cleric can completely cleanse a small area of all dark energy and place a barrier of power there to protect it from further evil. To **SANCTIFY**, the Cleric must be in a **Basic Chamber** whose matching **Ritual Card** is currently in the **Discard Pile**. The Cleric may then remove that **Ritual Card** from the dis pile and send it to the **Void**. After this, no more Cultist tokens will be able to appear in the affected **Chamber**.



### The ENGINEER 3 AP per turn | Balanced

#### REMOTE CONTROL (Basic skill - 0 AP - Passive)

The Engineer's mysterious knowledge of futuristic technology has enabled her to build an incredible automaton that can walk, talk, and even fight! She can remotely control this companion, whom she calls "Bob," from anywhere in the dungeon. After the Engineer spends all of her own AP each turn, Bob may then spend up to 2AP before the **Cultists' Ritual** begins. Bob is only programmed to **MOVE**, **ATTACK**, or **WAIT**; he cannot **EXPLORE**, **CHALLENGE**, **TRADE** or **DIVE**. Since Bob cannot **DIVE**, **METALLIC SACRIFICE** triggers automatically if his **Chamber** is sent to the **Void** during the **Cultists' Ritual**.

#### METALLIC SACRIFICE (Master skill - 3 AP - Once per game)

The Engineer can send Bob one final signal. With a tragic goodbye chirp, Bob may **MOVE** up to one Chamber normally and then immediately self-destruct. Remove Bob from the board and send him and his current **Chamber** to the **Void**. Remove any **Cultist** tokens from any of the 8 **Chambers** adjacent to Bob's tile and return them to the supply. Tip over any Heroes currently in an affected **Chamber** as if they just had to **DIVE** (do not actually move the Heroes to another **Chamber** as part of this **DIVE** unless the Hero was in the same **Chamber** as Bob). Losing Bob does not count against a Total Victory since he is not a Hero himself (even if you feel a sense of moral defeat at his loss...there's a backup of his personality someplace).

## THE HEROES OF EIDOLON

### ADVANCED HEROES



#### The DARK-KNIGHT 2 AP per turn | Focus: **Strength**

##### SOUL THIRST (Basic skill - 0 AP - Passive)

The Cult of Shadows attempted to corrupt this ancient Paladin, leaving him cursed and in a severely weakened state - the Dark-Knight begins the game only able to spend a total of 2AP per turn. However, the Dark-Knight can use his cursed skills to regain his strength. Every time you **ATTACK**, place the **Cultist** token on your **Hero Card** instead of returning it to the supply. This has no immediate effect, but the **Cultist** tokens can be stored for later use with the Dark-Knight's **CONSUME** skill. There is no limit to the number of **Cultist** tokens that can be stored at one time.

##### CONSUME (Master skill - 0 AP - Passive, Once per turn)

The Dark-Knight can turn Vorax's curse against him by absorbing the essence of slain Cultists. Spend an amount of **Cultist** tokens from your **Hero Card** equal to your current AP limit + 2 and place a **+TAP token** on your **Hero Card**. This Master Skill may be used more than once (and each time you increase your AP the cost to do so again will increase as well). The Dark-Knight may gain up to 5 **+TAP tokens** this way, for a maximum of 7 AP per turn!



#### The GEOMANCER 3 AP per turn | Focus: **Intellect**

##### GEOPIVOT (Basic skill - 1 AP - Once per AP spent)

Over a lifetime of intense discipline and meditation, the Geomancer has mastered the ability to bend the very earth beneath her feet to her will. Perform one of the following per AP spent:

- Rotate the Geomancer's current **Chamber** tile in place to any new orientation.
- Slide a **Chamber** tile into an immediately adjacent open space in the dungeon, keeping the same orientation.

The **Chamber** must still share a connected **Doorway** with another **Chamber** at the end of the **GEOPIVOT**.

##### TERRAPORT (Master skill - 1 AP - Once per game)

All the training of a lifetime wasn't enough to prepare the Geomancer for what would happen when her divine skills interacted with the dark powers of the **Void**. Pick up any **Basic Chamber** in the dungeon that does not currently have any standees on it and place it in any other available location, in any orientation. Any tokens in the **Chamber** are unaffected and travel with it.

## THE HEROES OF EIDOLON

### ADVANCED HEROES



#### The **SOLDIER** 3 AP per turn | Focus: **Dexterity**

##### **ENORMOUS SWORD** (Basic skill - 2 AP - Once per turn)

Despite his small frame, the **SOLDIER** insists on writing his name in all capital letters and carries an impossibly enormous sword with ease which he uses to swiftly dispatch his enemies. The **SOLDIER** may spend 2AP to **ATTACK** a **Cultist** token in an adjacent **Chamber** as well as a second **Cultist** token in the next adjacent **Chamber** as long as both **Chambers** share line of sight with the **SOLDIER**'s current **Chamber** through connected **Doorways**. He may use this skill as long as there is at least one valid **Cultist** token to target in either **Chamber**. This **ATTACK** does not target any **Cultist** tokens in the **SOLDIER**'s current **Chamber**.

##### **BREAK LIMIT** (Master skill - 3 AP - Once per game)

With an explosion of stored energy, the **SOLDIER** can channel raw power through his sword and eliminate all **Cultist** tokens in his current **Chamber** as well as any **Cultist** tokens in all immediately adjacent **Chambers** which share line of sight with the **SOLDIER**'s current **Chamber** through connected **Doorways**.



#### The **MASTER-SWORDSMAN** 3 AP per turn | **Balanced**

##### **MYSTIC BOOMERANG** (Basic skill - 1 AP - Once per turn)

With this magical tool, the **Master-Swordsman** can reduce the difficulty of a **CHALLENGE** in any **Basic Chamber**. Choose a **Basic Chamber** which shares line of sight with the current **Chamber** through one or more connected **Doorways** and place the **Boomerang** token there. Any Hero who makes a **CHALLENGE** to collect the **Token of Power** there may spend 1 less AP than normal, to a minimum of OAP. The **Boomerang** token returns to the **Master-Swordsman** at the beginning of his next turn.

##### **WALLCRACK BOMBS** (Master skill - 2 AP - Twice per game)

The **Master-Swordsman** carries two special **Bombs** which he can use to blast through solid walls creating connecting **Doorways**. Turn over a **Bomb** token in the current **Chamber** and place it across the wall of an adjacent **Chamber** which is not connected by a **Doorway**; this wall may now be treated as if it were a connected **Doorway**. If either **Chamber** is sent to the **Void**, the **Bomb** token remains in place and the Heroes may **EXPLORE** a new **Chamber** there as normally. If the new **Chamber** has a wall adjacent to the **Bomb** token, the **Doorway** is cut off again as normal.

## ACKNOWLEDGMENTS

### *From the Designer, Michael Lipton:*

Katie Lipton, *design assistant and prototype artist.*  
Danger Club Games, *brutal playtesters extraordinaire.*

### *From the Publisher, Magic Meeple Games:*

Magic Meeple Games would like to express our gratitude and thanks to the following individuals and organizations for their undying support and encouragement as we have grown from Gamer's University, to G.U.Games, to Magic Meeple Games. Without all of you, we would not be here writing this today:

Adam & Jamie Powell (*I can't even list all the reasons here*)

Andrew Christopher Enriquez (*and the entire BoardGameGeek.Com Staff & Community*)

Andrey Batanov (*& Staff at TableTopia*)

Board of Games (*Superfans!*)

Brent Kinney, David Lipman (*and all staff at Panda GM*)

Chris & Sarah Hartwig (*for advice, support, proofreading, reviewing, and being all-around allies*)

Chris & Stacy Zogheib (*Great friends, even better playtesters*)

Christopher Rowlands (*Thank you for the video!*)

Darren Johnson (*and all the regulars at the Monday/Thursday Game Nights at Imperial Outpost Games, Phoenix AZ. For giving us the best 'home' store that anyone could ever ask for and being living proof that if you support your FLGS, your FLGS will support you*)

Jason Washburn (*Talon Strikes Studios, wouldn't be here today without you!*)

Jason Youngdale (*MaricopaCon*)

Jamaica Popejoy & Kris Saddler (*Thank you for being a part of MMG and helping us grow!*)

James Ernest, Andrew Looney, Mike Selinker, & Jamey Stegmaier (*sage advice, inspiration, and for being just really nice people to all of us indie upstarts*)

Karen Arnold Ewing (*and the whole Staff at RinCon Gaming Convention, Tucson AZ*)

Ken Grazier (*for advice, support, proofreading, playtesting, reviewing, and being an all-around ally; Geek-craft.com*)

Kimiko and team @ Berserk Games (*Tabletop Simulator*)

Luke Crane (*and the rest of the Staff/Community at Kickstarter*)

Mary & Brent Trehern (*Graphic design backup, playtesting, and for being great friends/neighbors*)

Matt Arnold (*For your initiative with the visual design of Overworld while this project was completed*)

Michael & Brittany Coe, and Nathan Hatfield (*Gamelyn Games; wouldn't be here today without you!*)

Michael & Katie Lipton (*awesome game, great job!*)

Michael & Lisa Eskue (*For the continued support with Darkrock Ventures and to the new games to come!*)



Phoenix Comicon (*Especially the Gaming Staff & everyone who helps make it happen at the Hyatt Regency in downtown Phoenix*)

Scott & Brenda Stedman (*Thank you mom & dad!*)

Tavis Parker, JT Smith, Jamie Vrbsky (*and the rest of the team at TheGameCrafter.com*)

Tony Miller (*Bearded Rogue*)

Victor Bugg (*and everyone involved with Strategicon.Net*)

W. David Mackenzie, Isaias Vallejo (*Daily Magic Games, wouldn't be here today without you!*)

William, Alex, Victoria, and Ethan. (*We couldn't ask for a better bunch of kids.*)

We would also like to thank Atari, Nintendo, Sega, and all of the video game makers of the 1990's for the wonderful childhood, inspiration, entertainment, (*and for being good sports about the parodies!*)



## CREDITS / LEGAL

Game Design: Michael Lipton

Game Development: Ian Stedman, Katie Lipton, Trish Stedman

Illustration: Brandi York (brandiyork.com)

Pixel Art: Andreas Propst, Ian Stedman

Graphic Design: Ian Stedman

Rulebook: Mary Trehern

Editing/Proofreading: Chris Hartwig, Ken Grazier

Honorary Producers: Jamie Powell, Adam Powell, Mike Elmore, Carver Elmore

Retail Supporters: Imperial Outpost Games (Glendale, AZ, USA), The Cloak & Blaster (Orlando, FL, USA), Offline Board Game Cafe (Saint John, New Brunswick, Canada), DreamDaze Comics Fun & Games, Inc. (Wilson, NC, USA), Mangaworld.eu, Dueller's Point Pte Ltd.,

**Warning: Choking Hazard  
Hobby Gaming Product**

**© 2016 Magic Meeple Games, LLC.  
All rights reserved.**

No part of this product may be reproduced without specific permission. Fire of Eidolon, World of Eidolon, Super Nano Enhanced Series, Magic Meeple Games and all respective logos are trademarks of Magic Meeple Games, LLC. This product is not a toy and is not intended for use of persons 13 years of age or younger. Not suitable for children under 3 years old. Components may vary slightly from those shown. This product is NOT a video game and has no official affiliation with any video game producers/manufacturers. This work contains parody.

**Questions? Comments?**

Visit [www.MagicMeepleGames.com](http://www.MagicMeepleGames.com)

**Additional information about this game can be found at**

[https://boardgamegeek.com/boardgame/  
190333/fire-eidolon](https://boardgamegeek.com/boardgame/190333/fire-eidolon)

*Remember to share your victory on social media! Snap a photo of the game and use #FireofEidolon and #FoEVictory! You can also log your play and rate this game on BoardGameGeek.com!*



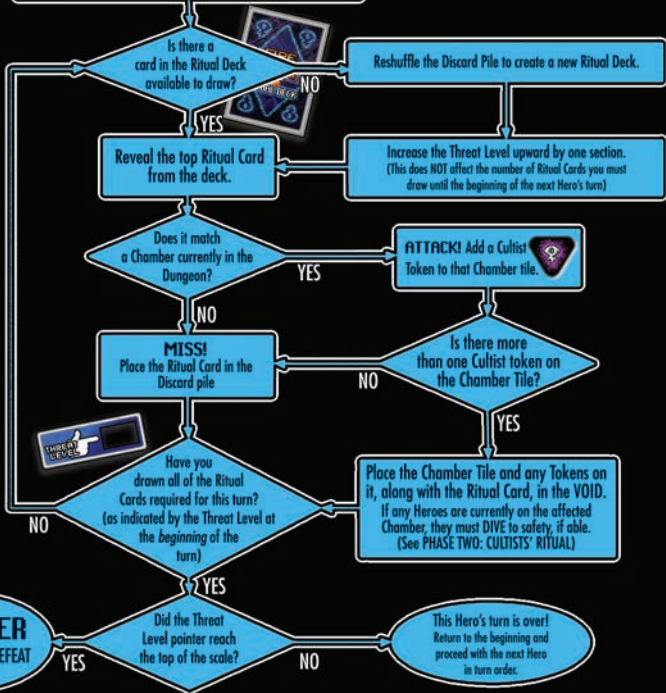
# A HERO'S TURN™

## FIRE

# EIDOLON

## START OF TURN

See PHASE ONE: HERO'S ACTIONS or refer to your Hero card to see what Actions your Hero can use on their turn. After Hero has spent all remaining AP, begin PHASE TWO: CULTISTS' RITUAL by proceeding to the next step on this handy flowchart.



[MagicMeepleGames.com](http://MagicMeepleGames.com)

©2016 Magic Meeple Games, LLC. all rights reserved.

No part of this product may be reproduced without specific permission.  
 Fire of Eidolon, World of Eidolon, Super Nano Enhanced Series, Magic Meeple Games,  
 and all related logos are trademarks of Magic Meeple Games, LLC.

